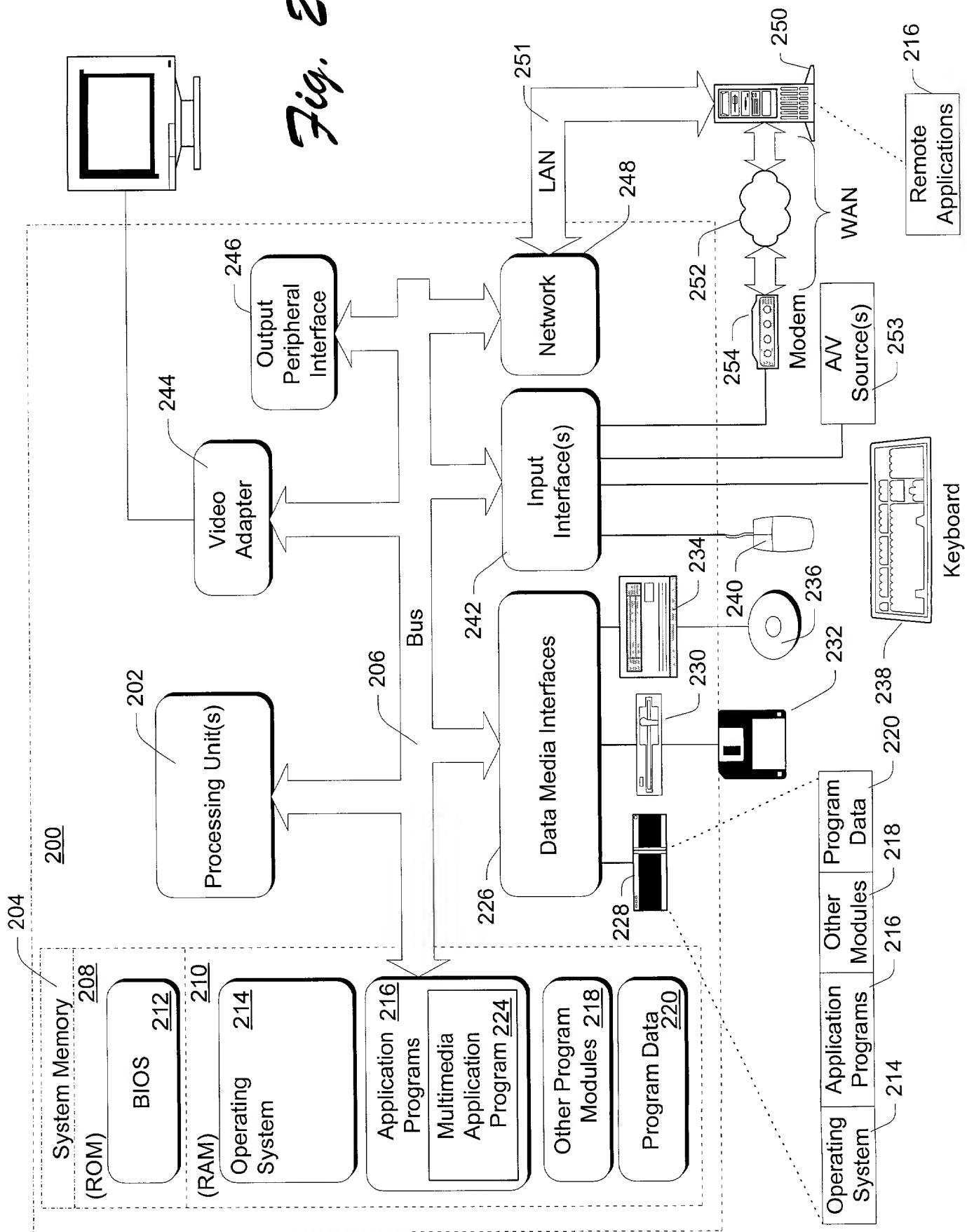


Fig. 2



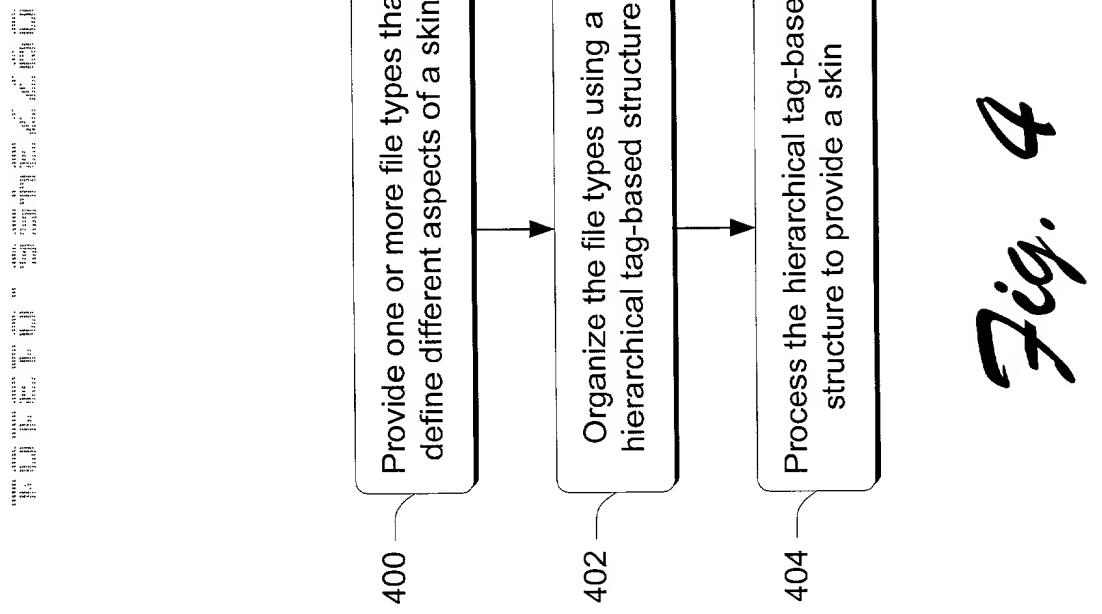


Fig. 4

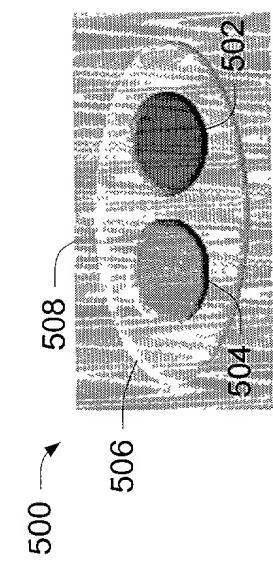


Fig. 5

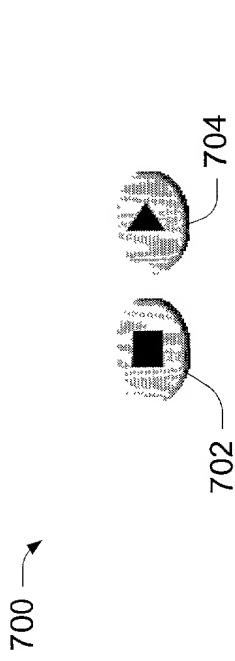


Fig. 7

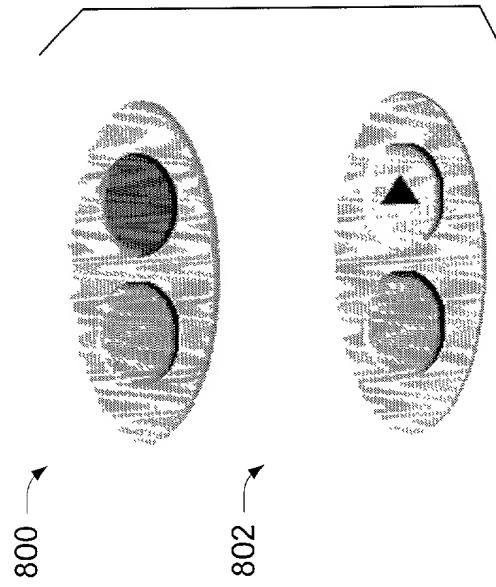


Fig. 8

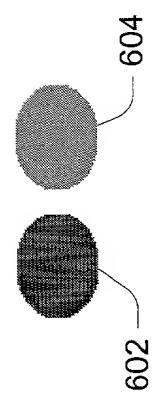
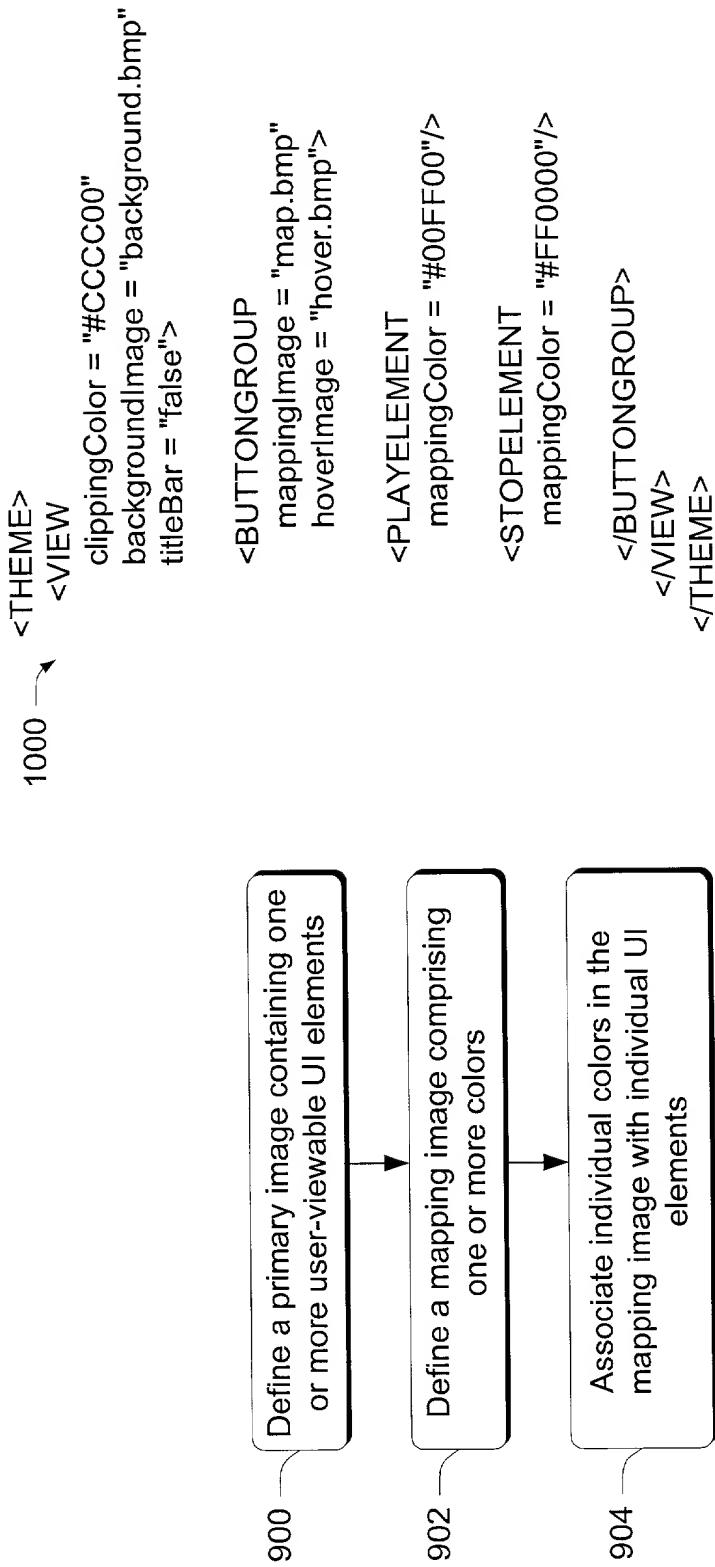
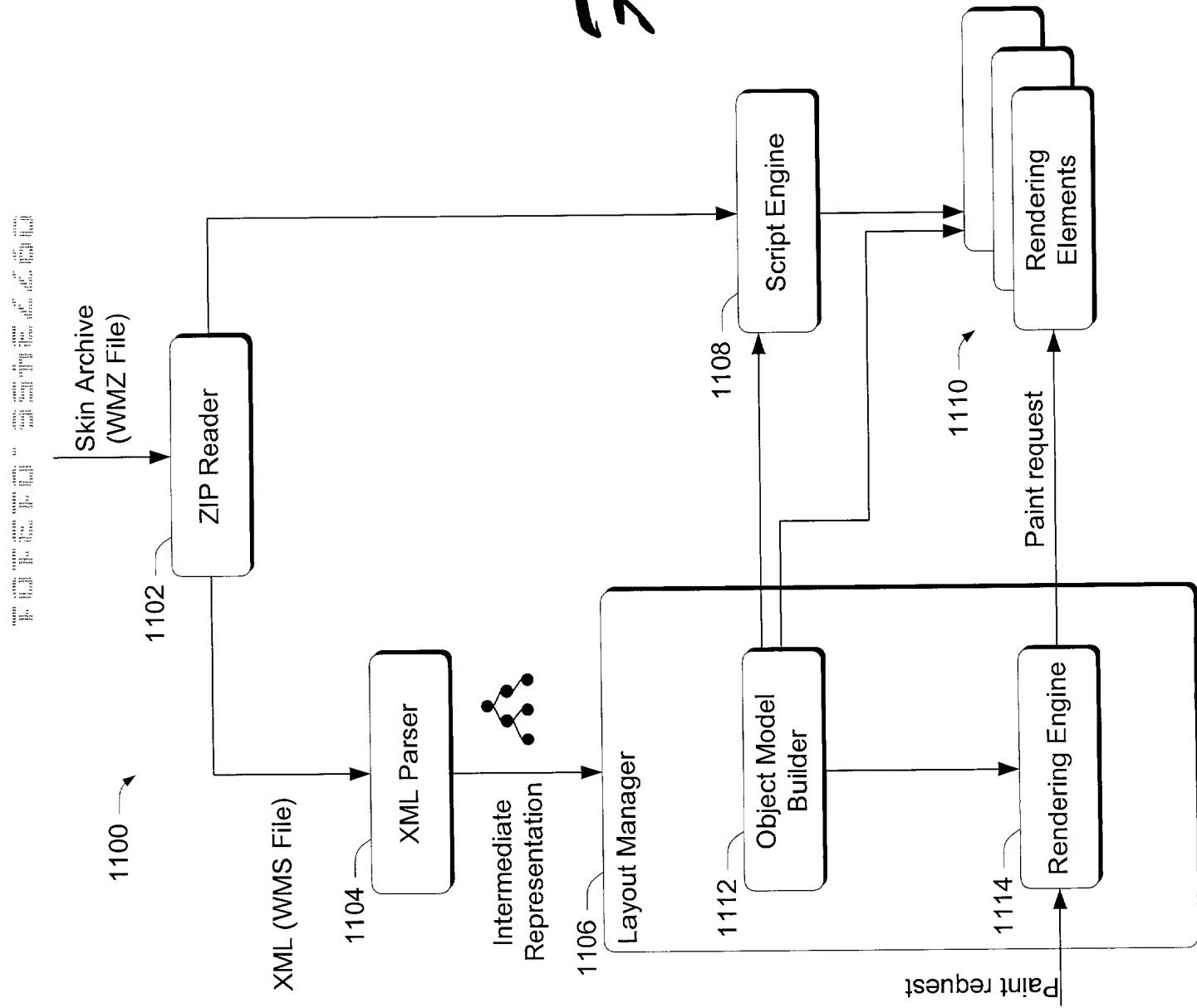
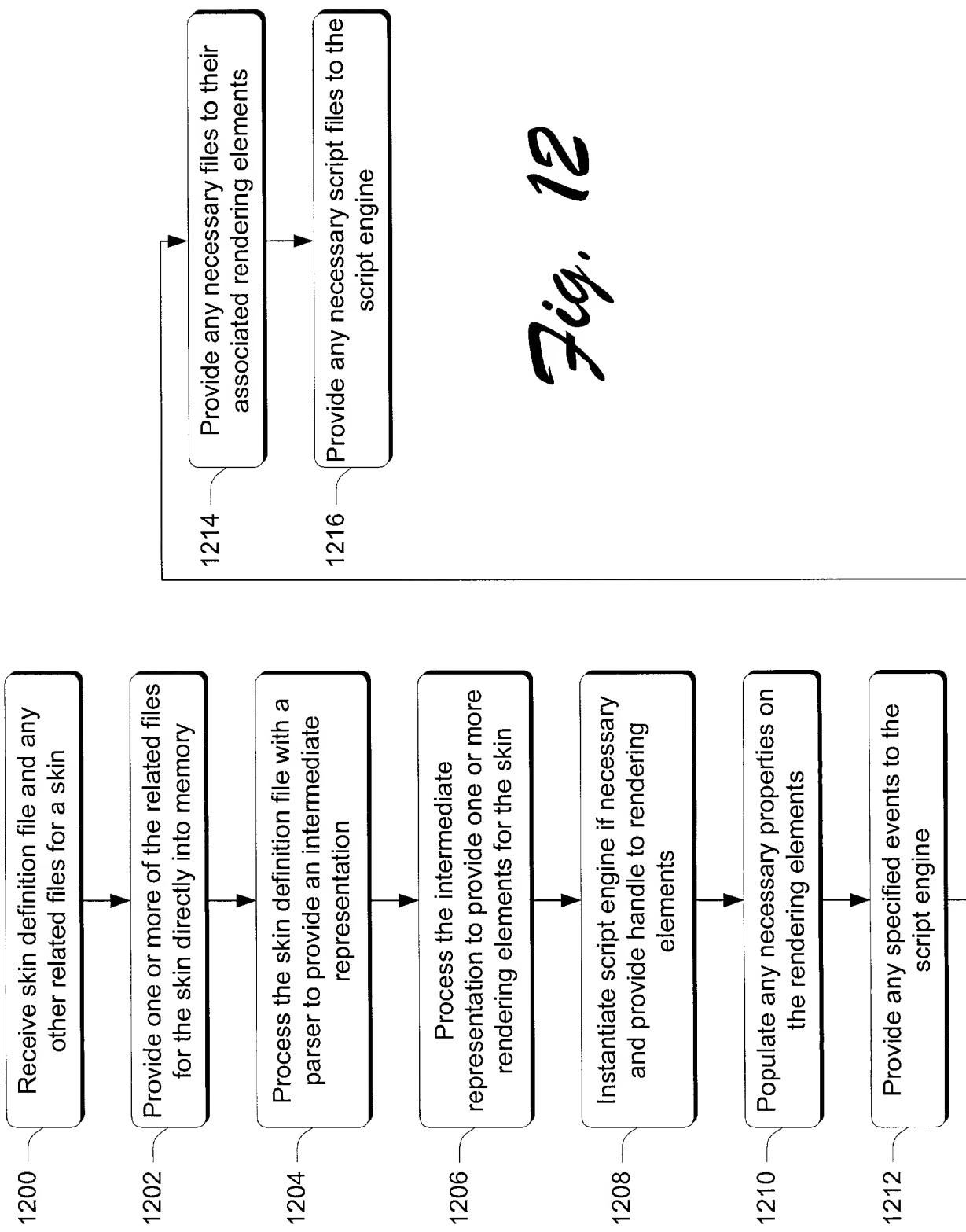


Fig. 6



*Fig. 11*





1300  
1301  
1302  
1303  
1304

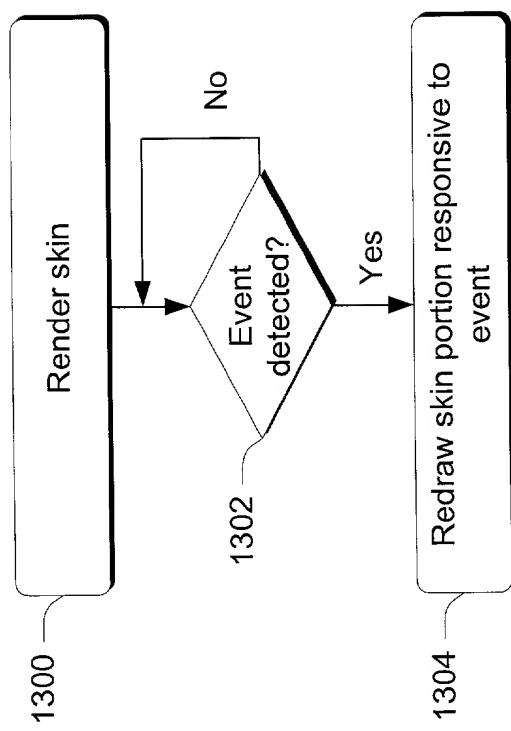
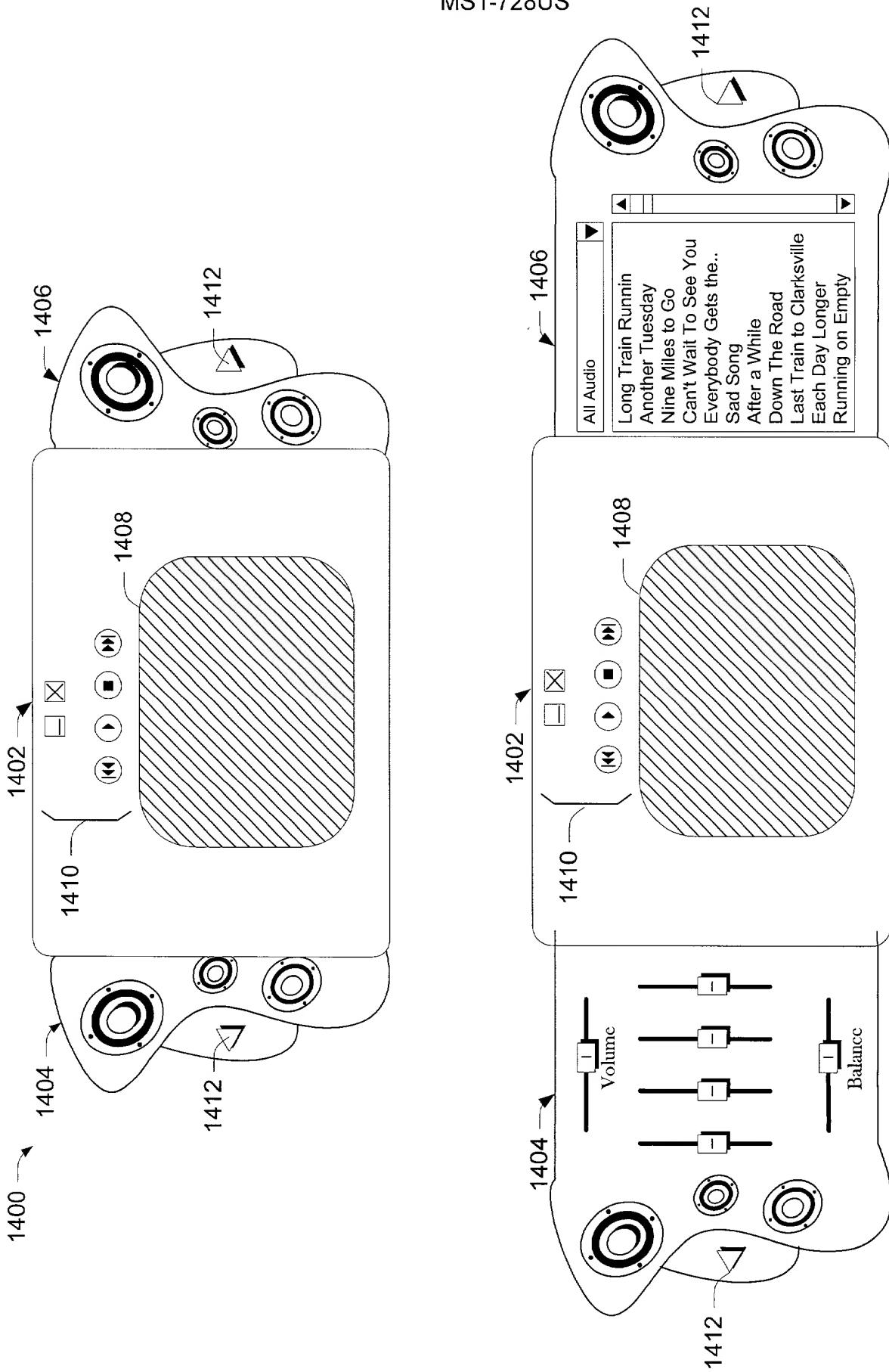
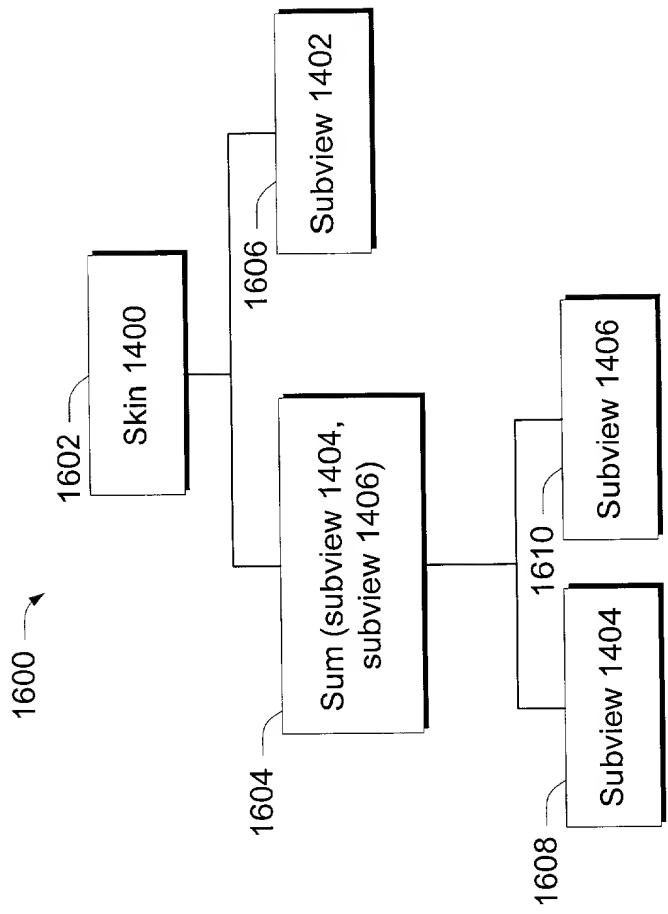


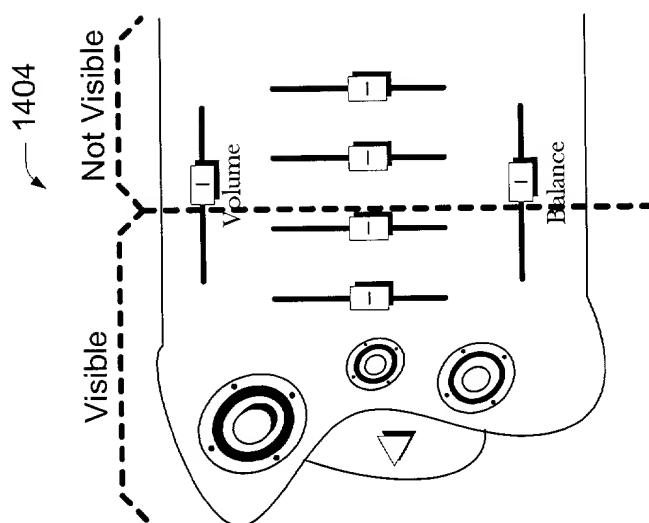
Fig. 13



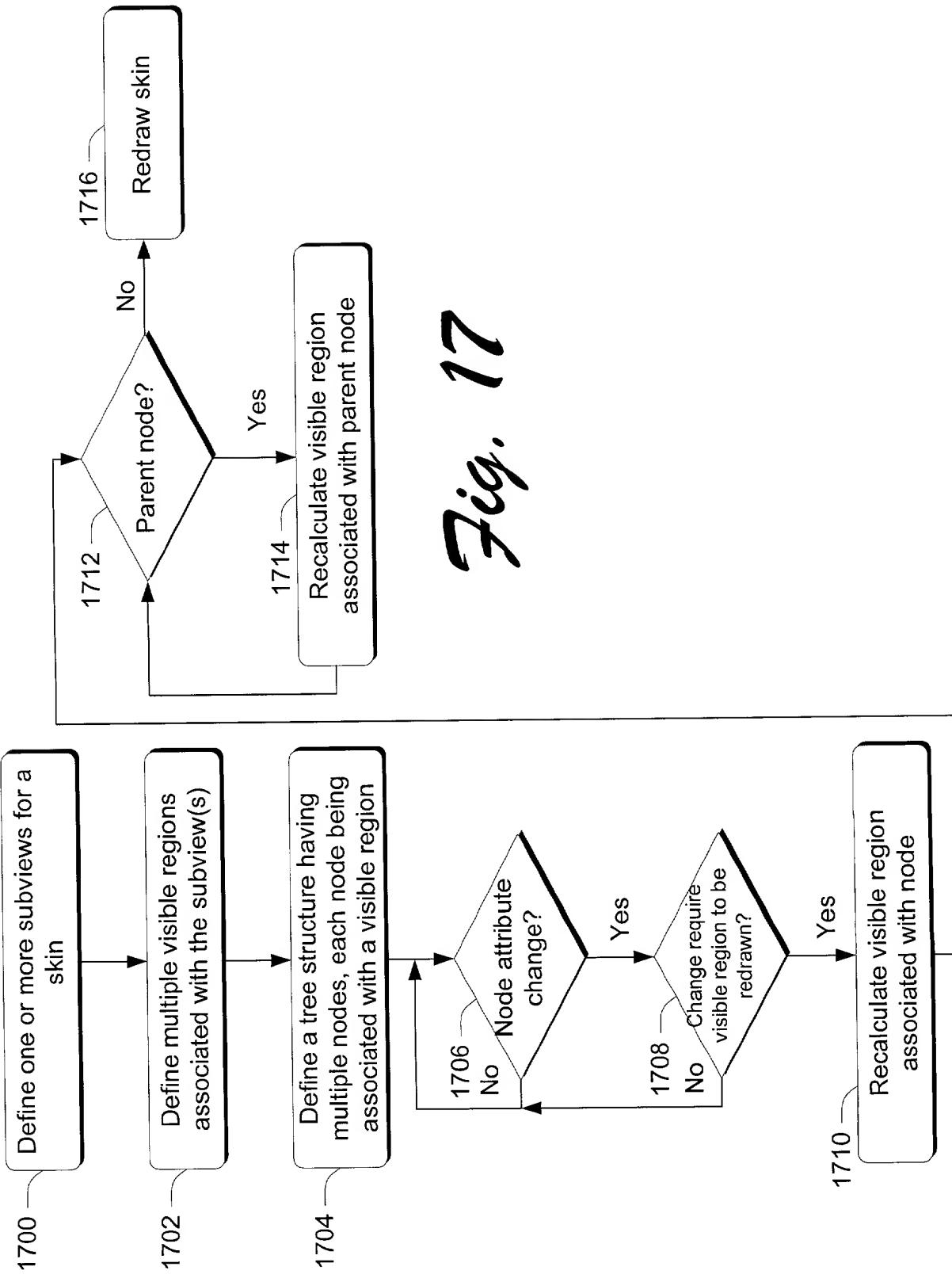
*Fig. 14*



Zig. 16



Zig. 15



```

<THEME>
  <VIEW>
    <PLAYER>
      <SETTINGS>
        <SETTINGS>
          volume_onchange="volumeslider.value = volume;" >
        </SETTINGS>
      </SETTINGS>
    </PLAYER>
    <SLIDER>
      id="volumeslider"
      min="0"
      max="100"
      onpositionchange="player.settings.volume = value;" >
    </SLIDER>
  </VIEW>
</THEME>

```

*Fig. 18*

```

<THEME>
  <VIEW>
    <BUTTON id=play visible="TRUE" />
    <BUTTON id=pause visible="wmpprop:play.visible" />
  </VIEW>
</THEME>

```

*Fig. 20*

```

<THEME>
  <VIEW>
    <SLIDER>
      min="0"
      max="100"
      value="wmpprop:player.settings.volume"
      onpositionchange="player.settings.volume = value;" >
    </SLIDER>
  </VIEW>
</THEME>

```

*Fig. 19*

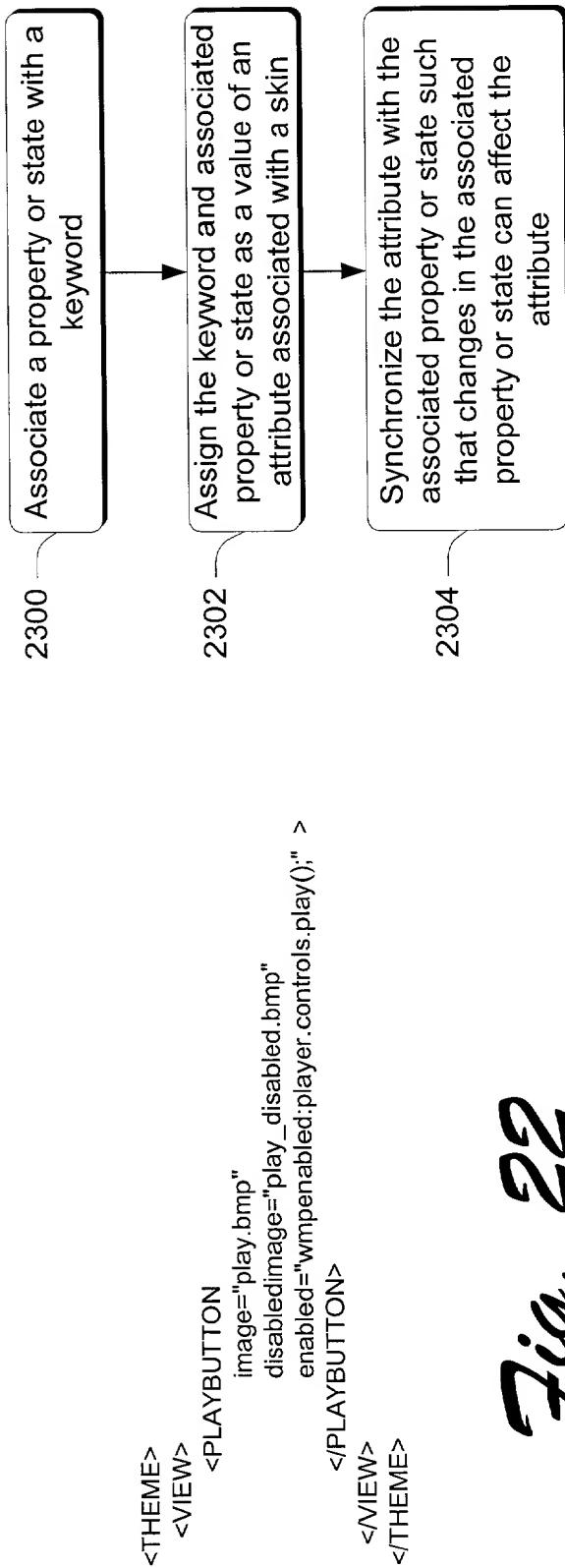
```
<skin.wms>
<THEME>
```

```
<VIEW>
<PLAYER>
    playstatechange="EnablePlayButton();"
    openstatechange="EnablePlayButton();"
</PLAYER>
<PLAYBUTTON>
    id="play"
    image="play.bmp"
    disabledimage="play_disabled.bmp"
    onpositionchange="player.settings.volume = value;">
</PLAYBUTTON>
</VIEW>
</THEME>
```

**skin.js**

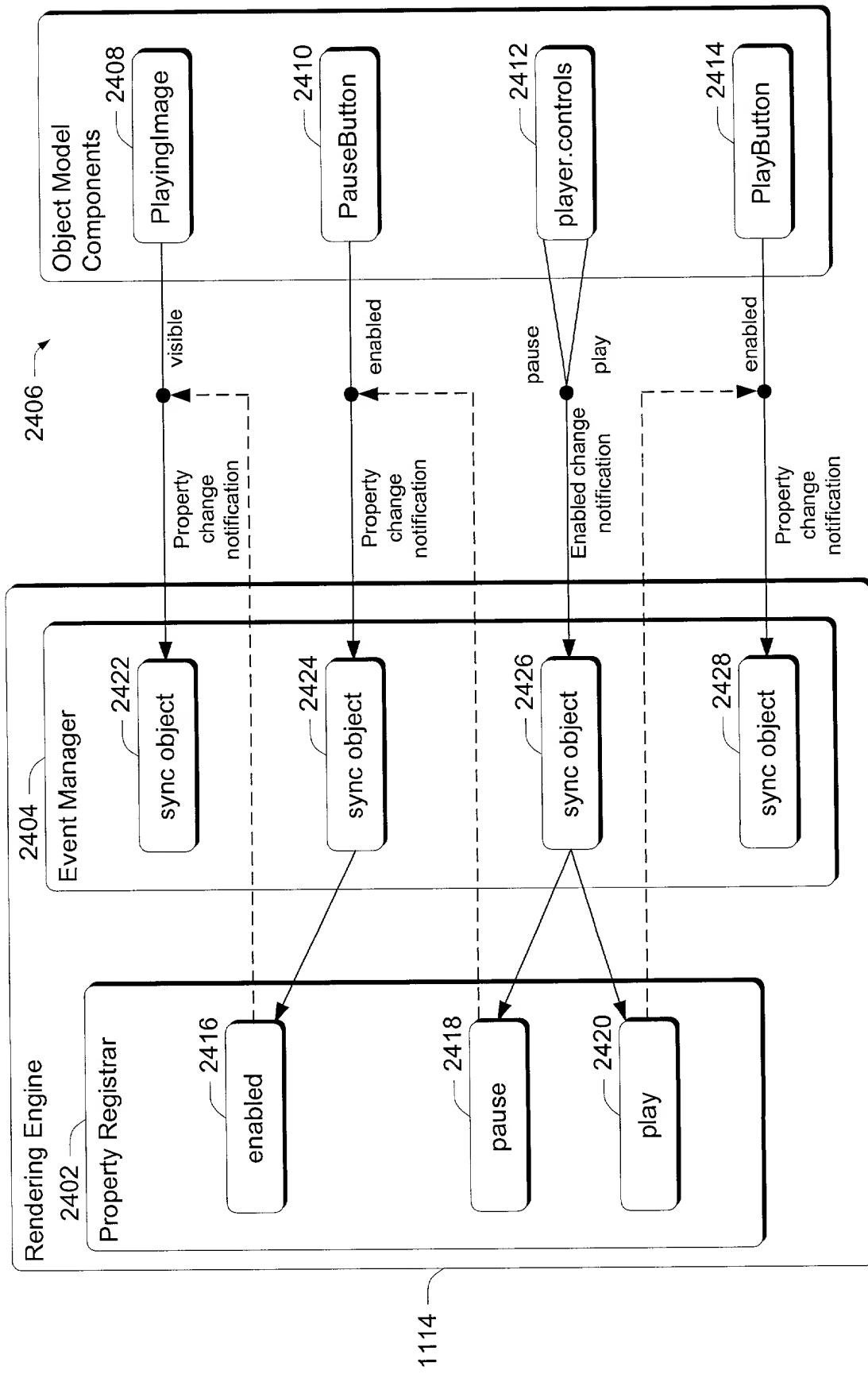
```
function EnablePlayButton () {
{
    play.enabled = (player.playState != wmppsPlaying) &&
    (player.openState == wmposMediaOpen);
}
```

**Fig. 21**

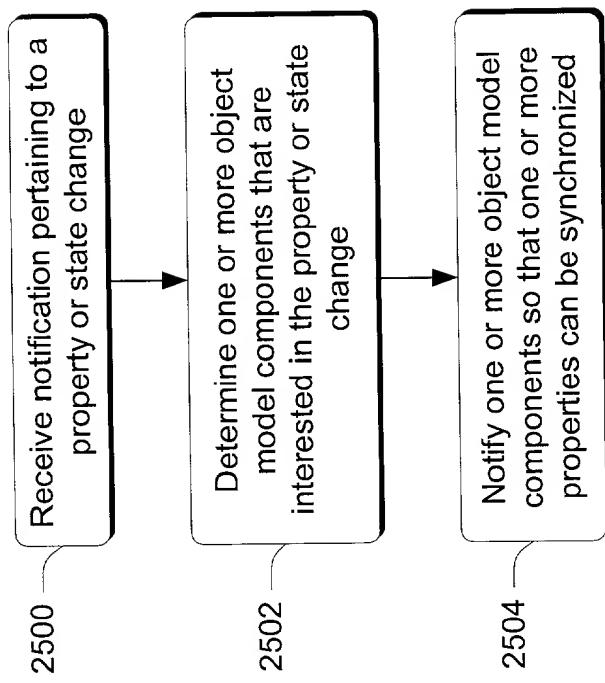


Zig. 22

Zig. 23



2500      2502      2504



*Fig. 25*